

AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims

Please amend the claims as follows:

1. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a memory coupled to said system CPU; and

at least one drive comprising compressed audio data coupled to said system CPU,
said compressed audio data residing in ~~one or more~~ an audio files file;

wherein a play list software program selects and stores ~~for selecting and storing~~ a play list comprising ~~one or more of said audio files~~ said audio file;

wherein a first operating system is adapted to control at least said system CPU and said memory; and

wherein a ~~second operating system~~, said second operating system is being stored in BIOS and adapted to retrieve said play list and cause said drive to read at least one said audio file of from said play list, to cause said system CPU to decompress the compressed audio data of said audio file and provide decompressed audio data, and to cause said decompressed audio data to be stored in said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system.

2. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a memory coupled to said system CPU; and

at least one drive comprising compressed audio data coupled to said system CPU;

wherein a first operating system is adapted to control at least said system CPU and said memory; and

wherein a ~~second operating system~~, said second operating system is being stored in BIOS and adapted to cause said system CPU to decompress said compressed audio data and store said decompressed audio data in said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system.

3. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a memory coupled to said system CPU; and

at least one drive comprising compressed audio data coupled to said system CPU;

and

wherein a mini-operating system ~~runs~~ ~~running~~ instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system being adapted to cause said system CPU to decompress said compressed audio data and store ~~said compressed~~ decompressed audio data in said memory, and wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said mini-operating system.

4. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a memory that stores compressed audio data; and

a system CPU coupled to said memory; and

wherein a mini-operating system ~~runs~~ ~~running~~ instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system being adapted to cause said system CPU to decompress said compressed

audio data to provide decompressed audio data, and wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said mini-operating system.

5. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a memory that stores compressed audio data;
a system CPU coupled to said memory; and
an audio controller; ~~and~~

wherein a mini-operating system ~~runs~~ running instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system controlling said audio controller and said system CPU, so as to cause said system CPU to decompress said compressed audio data to provide decompressed audio data, and wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said mini-operating system.

6. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a memory that stores compressed audio data;
a system CPU coupled to said memory; and
an audio controller coupled to said memory;

wherein a first operating system is adapted to control at least said system CPU;
and

wherein a second operating system is stored in BIOS, said second operating system controlling said audio controller and said system CPU, so as to cause said system CPU to decompress said compressed audio data to provide decompressed audio data, wherein said decompressed audio data is transferred from said system CPU to an output

amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system.

7. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a memory coupled to said system CPU; and

at least one drive coupled to said system CPU and comprising compressed audio data, said compressed audio data residing in ~~one or more~~ an audio files file;

wherein a first operating system is adapted to control at least said system CPU and said memory;

wherein a play list software program is executable under said first operating system, said play list software program being adapted to permit selection and storage of a play list comprising ~~one or more of said audio files~~ said audio file; and

wherein a second ~~operating system, said second~~ operating system is being stored in BIOS and adapted to retrieve said play list and cause said drive to read ~~at least one~~ said audio file ~~of~~ from said play list, to cause said system CPU to decompress the compressed audio data of said file and provide decompressed audio data, and to cause said decompressed audio data to be stored in said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system.

8. (canceled).

9. (canceled).

10. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU; and

a drive coupled to said system CPU and comprising at least one compressed audio file; and

wherein a mini-operating system runs running instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system controlling said system CPU, so as to cause said system CPU to decompress said at least one audio file to provide at least one decompressed audio file, and wherein said decompressed audio file is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio file is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said mini-operating system.

11. (currently amended) A method of playing audio files on a computer system, said method comprising:

booting a first operating system;

creating and storing a play list comprising a list of compressed audio files residing on ~~one or more drives~~ at least one drive of a computer system having said at least a one drive, a CPU, and a memory;

terminating said first operating system;

booting a second operating system upon activation by a switch, wherein said second operating system running instead of said first operating system to operate only to play said compressed audio files, and wherein said second operating system stored in BIOS, said second operating system being adapted to cause said system CPU to decompress said compressed audio ~~data~~ files and store ~~said~~ compressed audio data in said memory;

reading said play list;

reading said compressed audio files from said drive based on said play list;

providing said compressed audio ~~data~~ files to said CPU for decompressing the data of said compressed audio file into decompressed audio data;

storing said decompressed audio data in said memory; ~~and~~

transferring said decompressed audio data from said CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system;

transferring said decompressed audio data from said CPU to said output amplifier through a second transfer path that differs from said first transfer path if said computer system is operated by said second operating system; and

retrieving said decompressed audio data from said memory for playing.

12. (currently amended) A method of playing audio files on a computer system, said method comprising:

booting a first operating system;

creating and storing a play list comprising a list of compressed audio files residing on one or more drives of a computer system having at least a drive, a CPU, and a memory;

terminating said first operating system;

booting a second operating system, wherein said second operating system running instead of said first operating system to operate only to play said compressed audio files, and wherein said second operating system stored in BIOS, said second operating system being adapted to cause said system CPU to decompress said compressed audio data and store said compressed audio data in said memory;

reading said play list;

reading said compressed audio files from said drive based on said play list;

providing said compressed audio data to said CPU for decompressing the data of said compressed audio file into decompressed audio data;

storing said decompressed audio data in said memory; ~~and~~

transferring said decompressed audio data from said CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system;

transferring said decompressed audio data from said CPU to said output amplifier through a second transfer path that differs from said first transfer path if said computer system is operated by said second operating system; and

retrieving said decompressed audio data from said memory for playing.

13. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a memory coupled to said system CPU;

at least one drive coupled to said system CPU and comprising compressed audio data;

wherein a first operating system is adapted to control at least said system CPU and said memory;

wherein a second ~~operating system~~, ~~said second~~ operating system is being adapted to cause said system CPU to decompress said compressed audio data and store ~~said~~ decompressed audio data in said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system;

a first switch coupled to said system CPU, the activation of said first switch causing said first operating system to boot; and

a second switch coupled to said system CPU, the activation of said second switch causing said second operating system to boot.

14. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a memory coupled to said system CPU;

wherein a first operating system is adapted to control at least said system CPU and said memory;

at least one drive coupled to said system CPU and comprising compressed audio data;

wherein a second operating system ~~runs~~ ~~running~~ independently of said first operating system, said second operating system being adapted to cause said system CPU to decompress said compressed audio data and store ~~said compressed~~ ~~decompressed~~ audio data in said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system; and

a switch coupled to said system CPU, the activation of said switch causing said second operating system to boot.

15. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a memory that stores compressed audio data;

a system CPU coupled to said memory;

wherein a first operating system is adapted to control at least said system CPU;

wherein a second operating system operates ~~operating~~ independently of said first operating system, said second operating system being adapted to cause said system CPU to decompress said compressed audio data to provide decompressed audio data, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system; and

a switch coupled to said memory, the activation of said switch causing said second operating system to boot and cause said system CPU to decompress said compressed audio data.

16. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a memory that stores compressed audio data;

a system CPU coupled to said memory;

an audio controller coupled to said memory;

wherein a first operating system is adapted to control at least said system CPU;

wherein a second operating system operates ~~operating~~ independently of said first operating system, said second operating system controlling said audio controller and said system CPU, so as to cause said system CPU to decompress said compressed audio data to provide decompressed audio data, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system; and

a switch coupled to said memory, the activation of said switch causing said second operating system to boot.

17. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a memory that stores compressed audio data;

a system CPU coupled to said memory;

an audio controller coupled to said memory;

wherein a first operating system is adapted to control at least said system CPU;

wherein a second operating system operates ~~operating~~ independently of said first operating system, said second operating system controlling said audio controller and said system CPU, so as to cause said system CPU to decompress said compressed audio data to provide decompressed audio data, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said second operating system; and

a switch coupled to said memory, the activation of said switch causing said second operating system to boot.

18. (canceled).

19. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a drive coupled to said system CPU and comprising at least one compressed audio file; and

wherein a mini-operating system runs ~~running~~ instead of a first operating system controlling said computer system, wherein said mini-operating system only operates to play said audio files, said mini-operating system being stored in BIOS and adapted to control said system CPU, so as to cause said system CPU to decompress ~~said~~ at least one audio file of said audio files to provide at least one decompressed audio file, wherein said decompressed audio file is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating

system, and wherein said decompressed audio file is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said mini-operating system; and

a switch coupled to said system CPU, the activation of said switch causing said operating system to boot.

20. (currently amended) A computer system adapted to play audio files ~~and run under a operating system~~, said computer system comprising:

a system CPU capable of running under a first operating system;

a memory coupled to said system CPU;

at least one drive coupled to said system CPU and comprising compressed audio data; and

an audio controller coupled to said system CPU, memory and drive;

said audio controller ~~operating independently of said operating system~~ capable of running under a second operating system distinct from said first operating system, being adapted to cause said drive to read said compressed audio data, to cause said system CPU to decompress said compressed audio data, thereby providing decompressed audio data, and to cause said decompressed audio data to be stored in said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said system CPU runs under said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said audio controller runs under said second operating system.

21. (original) A computer system as claimed in claim 20, wherein said audio controller is further adapted to place said system CPU in standby state when said system CPU is not decompressing said compressed audio data.

22. (original) A computer system as claimed in claim 20, wherein said audio controller is further adapted to cause said decompressed audio data to be retrieved from said memory for playing.

23. (currently amended) A computer system as claimed in claim 20, wherein said drive is selected from the group consisting of: a hard disk, a removable disk, a floppy disk, a magnetic storage medium, an optical storage medium, and an ~~or~~ IDE device.

24. (currently amended) A computer system as claimed in claim 20, wherein said compressed audio data is in a format selected from the group consisting of: MP3, WMA, AAC,~~or other secured compressed audio format.~~

25. (original) A computer system as claimed in claim 20, further comprising at least one digital computer bus, wherein said audio controller is coupled to at least one of said system CPU, memory, and drive via said digital computer bus.

26. (canceled).

27. (original) A computer system as claimed in claim 20, further comprising an LCD interface for generating signals to an LCD display for displaying song name, file/directory name and/or timing data.

28. (original) A computer system as claimed in claim 20, further comprising a plurality of function keys and a function key interface operable with said plurality of function keys, said function keys generating user commands to said audio controller through said function key interface.

29. (currently amended) A computer system as claimed in claim 28, wherein ~~further comprising~~ a software driver receives for receiving interrupts generated by at least one of said plurality of function keys and for passing said interrupts to said system CPU.

30. (currently amended) A computer system as claimed in claim 29, ~~further comprising standard audio player software,~~ wherein said CPU utilizes said interrupts to control a said standard audio player software.

31. (original) A computer system as claimed in claim 20, wherein said audio controller is adapted not to cause said drive to read said compressed audio data, nor to

cause said system CPU to decompress said compressed audio data, nor to cause said decompressed audio data to be stored in said memory, unless said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5.

32. (original) A computer system as claimed in claim 20, wherein said audio controller is adapted not to cause said drive to read said compressed audio data, nor to cause said system CPU to decompress said compressed audio data, nor to cause said decompressed audio data to be stored in said memory, when said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

33. (original) A computer system as claimed in claim 29, wherein said software driver is adapted not to receive said interrupts generated by at least one of said plurality of function keys nor pass said interrupts to said system CPU, unless said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

34. (original) A computer system as claimed in claim 20, wherein said compressed audio data is stored in one or more audio files on said drive, said computer system further comprising a play list software program for creating and storing a play list comprising one or more said audio files.

35. (original) A computer system as claimed in claim 34, wherein said play list software program is executable only when said computer is on or in power state S0.

36. (original) A computer system as claimed in claim 35, wherein said audio controller is further adapted to cause said drive to read said compressed audio data based, at least in part, on said stored play list.

37. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU capable of running under a first operating system;

a memory coupled to said system CPU;

at least one drive coupled to said system CPU and comprising compressed audio data, said compressed audio data residing in one or more audio files;

wherein a play list software program selects ~~for selecting~~ a play list comprising one or more of said audio files; and

an audio controller coupled to said system CPU, memory and drive;

said audio controller capable of running under a second operating system distinct from said first operating system, being adapted to cause said drive to read at least one said audio file of said play list, to cause said system CPU to decompress the compressed audio data of said file and thereby provide decompressed audio data, and to cause said decompressed audio data to be stored in said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said system CPU runs under said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said audio controller runs under said second operating system.

38. (currently amended) A method of playing audio files on a computer system, said method comprising:

reading compressed audio data from the drive of a computer system having at least a drive, a CPU, BIOS and a memory;

providing said compressed audio data to said CPU for decompressing said compressed audio data, thereby providing decompressed audio data; and

storing said decompressed audio data in said memory for playback using a mini-operating system operating independently of a first operating system controlling said computer system; and

transferring said decompressed audio data from said CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system; and

transferring said decompressed audio data from said CPU to said output amplifier through a second transfer path that differs from said first transfer path if said computer system is operated by said mini-operating system, wherein said mini-operating system stored in said BIOS of said computer system is operable only to play said compressed audio data.

39. (original) A method of playing audio files on a computer system as claimed in claim 38, further comprising placing said system CPU in a standby state when said system CPU is not decompressing said compressed audio data.

40. (original) A method of playing audio files on a computer system as claimed in claim 38, further comprising retrieving said decompressed audio data from said memory for playing.

41. (currently amended) A method of playing audio files on a computer system as claimed in claim 38, wherein said drive is selected from the group consisting of: a hard disk, a removable disk, a floppy disk, a magnetic storage medium, an optical storage medium, a flash media, and an ~~or~~ IDE device.

42. (currently amended) A method of playing audio files on a computer system as claimed in claim 38, wherein said compressed audio data is in a format selected from the group consisting of: MP3, WMA, and AAC, ~~or other secured compressed audio format.~~

43. (original) A method of playing audio files on a computer system as claimed in claim 38, further comprising generating signals to an LCD display for displaying song name, file/directory name and/or timing data.

44. (original) A method of playing audio files on a computer system as claimed in claim 38, wherein said computer system further comprises a plurality of function keys, and wherein said method further comprises receiving user commands generated by at least one of said plurality of function keys and utilizing said user commands to control said playing.

45. (original) A method of playing audio files on a computer system as claimed in claim 38, further comprising receiving interrupts generated by at least one of said plurality of function keys and passing said interrupts to said system CPU.

46. (original) A method of playing audio files on a computer system as claimed in claim 38, wherein said computer system further comprises standard audio player

software, and wherein said method further comprise utilizing said interrupts to control said standard audio player software.

47. (original) A method of playing audio files on a computer system as claimed in claim 38, wherein said steps of reading compressed audio data from the drive of said computer system, providing said compressed audio data to said CPU, and storing said decompressed audio data in said memory, are not performed unless said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5.

48. (canceled).

49. (original) A method of playing audio files on a computer system as claimed in claim 45, wherein said steps of receiving interrupts generated by at least one of said plurality of function keys and passing said interrupts to said system CPU are not performed unless said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

50. (canceled).

51. (canceled).

52. (canceled).

53. (currently amended) A method of playing audio files on a computer system, said method comprising:

- creating and storing a play list comprising a list of compressed audio files residing on one or more drives of a computer system having at least a drive, a CPU, and a memory;

- reading said play list;

- reading said compressed audio files from said drive based on said play list;

- providing said compressed audio data to said CPU for decompressing the data of said compressed audio file into decompressed audio data;

storing said decompressed audio data in said memory for playback using a mini-operating system operating independently of a first operating system controlling said computer system;

transferring said decompressed audio data from said CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system; and

transferring said decompressed audio data from said CPU to said output amplifier through a second transfer path that differs from said first transfer path if said computer system is operated by said mini-operating system, wherein said mini-operating system is operable only to play said compressed audio data; and

using said mini-operating system for retrieving said decompressed audio data from said memory for playing.

54. (canceled).

55. (currently amended) A method of playing audio files on a computer system, said method comprising:

when said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3, creating and storing a play list comprising a list of compressed audio files residing on one or more drives of a computer system having at least a drive, a CPU, and a memory, wherein said list of compressed audio files is stored for playback using a mini-operating system operating independently of a first operating system controlling said computer system, wherein said mini-operating system is operable only to play said compressed audio data when said computer system is off;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, reading said play list;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, reading said compressed audio files from said drive based on said play list;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, providing said compressed audio data to said CPU for decompressing the data of said compressed audio file into decompressed audio data;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, storing said decompressed audio data in said memory;

wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated by said mini-operating system; and

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, retrieving said decompressed audio data from said memory for playing.

56. (currently amended) A method of playing audio files on a computer system, said method comprising:

reading compressed audio data from the drive of a computer system, said computer system having at least a drive, a CPU, and a memory;

providing said compressed audio data to said CPU for decompressing said compressed audio data into decompressed audio data;

storing said decompressed audio data in said memory for playback using a mini-operating system operating independently of a first operating system controlling said computer system;

transferring said decompressed audio data from said CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system; and

transferring said decompressed audio data from said CPU to said output amplifier through a second transfer path that differs from said first transfer path if said computer system is operated by said mini-operating system, wherein said mini-operating system is operable only to play said compressed audio data; and

using said mini-operating system for playing said decompressed audio data from said memory.

57. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU capable of running under a first operating system;

a memory coupled to said system CPU;

at least one drive coupled to said system CPU and comprising compressed audio data, said compressed audio data residing in ~~one or more~~ an audio files file;

wherein a play list software program selects and stores for selecting and storing a play list comprising ~~one or more of said audio files~~ said audio file; and

an audio controller coupled to said system CPU, memory and drive;

said audio controller capable of running under a second operating system distinct from said first operating system, being adapted to retrieve said play list and cause said drive to read ~~at least one~~ said audio file ~~of~~ from said play list, to cause said system CPU to decompress the compressed audio data of said audio file and provide decompressed audio data, to cause said decompressed audio data to be stored in said memory, and to cause said decompressed audio data to be played from said memory, wherein said decompressed audio data is transferred from said system CPU to an output amplifier through a first transfer path if said system CPU runs under said first operating system, and wherein said decompressed audio data is transferred from said system CPU to said output amplifier through a second transfer path if said audio controller runs under said second operating system.

58. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a memory comprising compressed audio data residing in ~~one or more~~ an audio files file;

at least one function key coupled to said memory and configured to enable a user to select ~~at least one of said audio files~~ said audio file;

a system CPU coupled to said memory;

an audio controller coupled to said memory; and

wherein a mini-operating system ~~runs~~ running instead of a first operating system controlling said computer system that only operates to play said audio files, wherein said mini-operating system comprising file management software, said file management software configured to manage said audio files and to permit said user to access said audio files via said at least one function key, said operating system also configured to control said audio controller and said CPU to cause said CPU to decompress said at least one audio file selected by said user to provide decompressed audio file, wherein said decompressed audio file is transferred from said system CPU to an output amplifier through a first transfer path if said system CPU runs under said first operating system, and wherein said decompressed audio file is transferred from said system CPU to said

output amplifier through a second transfer path if said audio controller runs under said mini-operating system.

59. (original) The computer system of claim 58, further comprising an LCD display configured to display a file/directory name for said audio files.

60. (currently amended) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a memory coupled to said system CPU;

at least one drive coupled to said system CPU and comprising compressed audio data residing in ~~one or more~~ an audio files file;

at least one function key coupled to said drive and configured to enable a user to select ~~at least one of said audio files~~ said audio file; and

wherein a mini-operating system ~~runs~~ running instead of a first operating system controlling said computer system that only operates to play said audio files, wherein said mini-operating system comprising files management software, said file management software configured to manage said audio files and permit said user to access said audio files via said at least one function key, said operating system also configured to control said CPU to cause said CPU to decompress said at least one audio files selected by said user to provide decompressed audio file, wherein said decompressed audio file is transferred from said system CPU to an output amplifier through a first transfer path if said computer system is operated by said first operating system, and wherein said decompressed audio file is transferred from said system CPU to said output amplifier through a second transfer path if said computer system is operated said mini-operating system.

61. (original) The computer system of claim 60, further comprising an LCD display configured to display a file/directory name for said compressed audio data.

62. (withdrawn) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one storage medium comprising compressed audio data, said compressed audio data residing in one or more audio files;

at least one function key configured to enable a user to select at least one of said audio files; and

a play list software program for selecting and storing a play list comprising one or more of said audio files;

a first operating system configured to control at least said system CPU and said memory; and

a second operating system comprising file management software, said file management software configured to manage said audio files and to permit said user to access said audio files via said at least one function key, said operating system also configured to retrieve said play list and cause said drive to read at least one said audio file of said play list, to cause said system CPU to decompress said at least one audio file selected by said use and provide decompressed audio data, and to cause said decompressed audio data to be stored in said memory.

63. (withdrawn) The computer system of claim 62, further comprising an LCD display configured to display at least a file/directory name for said audio files.

64. (withdrawn) A method of playing audio files on a computer system, said method comprising the steps of:

selecting compressed audio data from a drive of a computer system having at least said drive, a CPU, and a memory, wherein said selecting step is performed by activation of at least one function key;

reading said compressed audio data;

providing said compressed audio data to said CPU for decompressing said compressed audio data, thereby providing decompressed audio data; and

storing said decompressed audio data in said memory.

65. (withdrawn) The method of claim 64, further comprising displaying at least a file/directory name for said compressed audio data.

66. (withdrawn) The method of claim 65, wherein said file/directory name is displayed on an LCD screen.

67. (withdrawn) The method of claim 64, wherein said drive is a hard disk, removable disk, floppy disk, magnetic storage medium, optical storage medium, flash media, or IDE device.

68. (withdrawn) The method of claim 64, wherein said compressed audio data is in MP3, WMA, AAC, or other secured compressed audio format.

69. (withdrawn) The method of claim 64, wherein said compressed audio data resides in one or more audio files and said selecting step selects at least one of said audio files.

70. (new) The computer system of claim 1, further comprising:

a special purpose circuit configured by said system CPU to receive at least one control command from said memory if said computer system is operated by said second operating system,

wherein said decompressed audio data from said system CPU is transferred through said special purpose circuit to said output amplifier in response to said at least one control command.